Interactive Animation

Video Taped Training

Billy Bob®

Operator's Guide

INTERACTIVE ANIMATION

VIDEO TAPED TRAINING

OPERATOR'S MANUAL

CONTENTS PAGE(S)

TO THE OPERATOR

The information contained on the following pages is designed to supplement the training tape you're about to see on Interactive Animation. The manual not only highlights key points from the video tape, but also provides a format that encourages you to interject your ideas as they relate to this exciting new concept.

If you're all set to go, let's start the video tape and turn to the next page in the manual.

BILLY BOB'S CONTROL PANEL

SPECIAL EFFECTS

AUXILIARY FUNCTION

0 1 2 3 4 5 6 7

BLUE/WHT · RED/GRN · ORG/GRN · BLK/WHT/RED · RED/WHT/BLK

SPOT · GREEN · AMBER · RED · FIRE · B K G

AUXILIARY FUNCTION

8 9 A B C D E F

DIM

B-DAY

SHOW START

ELBOW TWIST (Orange)

ARM TWIST (Green)

RT.ARM RAISE (White)

WRIST (Blue)

CURTAIN OPEN (Black)

CLOSE (Red)

(WHT/BLK) BODY RT.

BODY LT. (RED/BLK)

BODY LEAN (GRN/BLK)

MOUTH (Orange/Black)

EYES RT. (Blue/Black)

EYE LIDS

EYES LT.

EFFECTS ( )

HEAD RT.

HEAD LT.

HEAD TILT RT. (RED/WHT)

HEAD TILT LT. (BLK/WHT)

HEAD UP (GRN/WHT)

INTERACTIVE ANIMATION™ CONTROLLER
SERIES XVI

bJH

I. ACTIONS & REACTIONS

A. WAVING

To engage action:

1. Lean body back
2. Push arm twist & right arm raise at the same time
3. Press wrist button on & off

To disengage action release in the following order:

1. Wrist
2. Arm twist & right arm raise together
3. Body lean

B. AMAZEMENT

To engage, press in order:

1. Head tilt
2. Eyelids button
3. Mouth button

To disengage, release in order:

1. Mouth button
2. Eyelids button
3. Headtilt

C. LAUGHING

To engage:

1. Lean body back
2. Head Up
3. Press eyelids button
4. Press mouth button on & off

To disengage:

1. Release all the controls at the same time

D. EMBARASSMENT

To engage:

1. Lean body back
2. Press arm twist & right arm raise together
3. Press head right button
4. Press head up

To disengage:

1. Release all the controls at the same time

NOTES

Action/
Reaction________________________

To engage:

1.______________________________

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2.______________________________

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3.______________________________

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4.______________________________

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To disengage:

1.______________________________

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2.______________________________

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NOTES

Action/
Reaction______________________

To engage:

1. ______________________

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To disengage:

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NOTES

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To engage:

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NOTES

Action/
Reaction____________________

To engage:

1. ____________________

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To disengage:

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4. ____________________

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II. MOUTH MOVEMENT & VOICE

A. Mouth Movement

1. Controlled by right index finger or foot pedal.

2. Billy Bob's mouth is either fully opened or fully closed. How long it is open and how quickly it closes determines how well Billy's mouth matches the words (or more exactly the syllables) spoken by his operator. Remember:

   a. Short syllables = short opening

   b. Long syllables = longer opening

3. Practicing with the mouth button or foot pedal will help you make Billy Bob's mouth move in time with what you're saying.

B. Voice

1. Review the audio tape to familiarize yourself with Billy Bob's voice quality, speech patterns, pet phrases, and laugh.

2. You can develop a normal looking and sounding speech pattern if you practice Billy's voice in a mirror. Watch for those long and short syllables.

3. Practice with the controls to develop a timing that looks and sounds natural.

4. Avoid a sing-song ryhthm. Billy Bob needs to respond to the audience naturally.

5. Avoid the tendency to talk too slowly. Practice to co-ordinate Billy's mouth movements with what he's saying.

III. QUALITY OF INTERACTION

A. Movements have to be realistic and have a purpose as well as being fluid and natural.

B. Billy Bob's interactive character must be consistent with his regular show character in terms of:

1. What he says
2. How he says it
3. How he acts
4. How he reacts

C. Your goal, therefore, is to maintain Billy Bob's public image by studying his show tapes, biography and list of favorite sayings. The more you know about Billy, the more success you'll have playing him.

D. Keep Billy Bob looking and sounding the best through proper V.C.R. adjustment and close attention to his cosmetics, especially his eyes.

BILLY BOB'S BIOGRAPHY

To maintain consistency in Billy Bob's life, the following is a brief biography which should be used in answering questions about Billy Bob.

Born:	March 3, 1980
Place:	Back hills of Tennessee. Bear Country
Family:	Only Child (cub, that is!)
Personality:	Lovable, slightly shy, cute
School:	University of Alabama. Wanted to play football for Bear Bryant.
Hobbies:	Singing and playing music.
Favorite Food:	Pizza, honey and berries.
Favorite Hero:	Smokey the Bear
Favorite Song:	Thank God for Kids
Favorite Story:	Goldielocks and the Three Bears
Favorite Color:	Brown (brown bear)
Favorite TV Show:	Gentle Ben
Favorite Athlete:	Yogi Bear(a)
Favorite Game:	Checkers
Goal in Life:	Play ball with the Bears
Favorite Singer:	Bobby Bare
Favorite Candy:	Gummy Bears

IV. WAYS TO INTERACT WITH THE AUDIENCE

A. Openers

1. Single out a birthday party and say hello to the birthday person using his or her name.

2. Single out other groups such as athletic teams, church groups, boy or girl scout troops, etc...

3. Talk to Dave, the make believe stage hand, who controls all the special effects for Billy Bob's show. For example:

   a. Lights come on and Billy greets the audience, but his curtain hasn't opened. "Hey Dave!" calls Billy. "You forgot to open the curtain." Then explain who Dave is and that he likes to play tricks on Billy Bob.

   b. Same situation only the curtain opens, but the spotlights don't come on.

4. Practice a joke backstage by trying it out on Looney Bird or Birthday Bird. Pretend you don't know that the audience has overheard the punch line. When you open the curtain and deliver the joke, everyone knows the punch line and you react with surprise and/or embarrassment.

5. Use recognition cards, completed by parents, so you can call several little ones by name in the audience. Use their whole name and ask them a few questions from the Interactive Cue Cards list.

6. Tell a story like Goldielocks and the Three Bears. Before you begin, explain to the kids in the audience that you're a little confused about how the story goes, and ask them to help you out. Next, tell the story and confuse as many details as you can. For example: "Once upon a time, Goldielocks was wandering through the forest when she came upon a little straw house where one of the three little pigs lived. Goldielocks huffed and she puffed and blew the house down. Isn't that right, boys and girls?"

INTERACTIVE CUE CARDS

Each operator should have a number of questions which can be asked of the children visiting with Billy Bob. Some children will be so conversant that Billy Bob will follow their lead, others will need help. Following are a series of such questions, along with some blank lines so you can add to the list.

1. What is your favorite food? Yum Yum!!
2. What are you going to be when you grow up? That's nice. I want to be in the movies.
3. Who is your favorite person?
4. What is your most fun thing to do at ShowBiz?
5. Do you have a boy/girl friend? What is his/her name?
6. What is your favorite game?
7. Have you been good this year?
8. What is your favorite TV show?
9. How many noses do you have?
10. Are you married?
11. Where do you live?
12. Can you tell me how much 3 + 3 is? It is?
13. Do you ever go to the zoo? Are the bears cuter than I am?
14. What is your favorite food at ShowBiz?
15. Don't you think Fatz should be president?
16. ______________________________
17. ______________________________
18. ______________________________
19. ______________________________
20. ______________________________

B. ESCAPES - How To Get Out Or Off

1. If you run overtime and a show starts say "I guess Fatz (or whomever) would like to start the show now. See ya later."

2. If the show is one in which Billy Bob sings, and you catch it before he begins, you could say "We're all having such a good time, I think I'll sing a song."

3. If you run out of things to say, and it's going to be a while before the next show starts:

   a. Run a birthday show, or...
   b. Give the upcoming regular show a big introduction, or...
   c. Say something like, "Gee I'd sure like to hear the Twelve Days of Christmas."

4. Escapes when confronted by the rude or vulgar customer:
   a. Don't get angry or argue, stay in character.
   b. Say, "It was real nice talking to ya. See ya later." Close the curtain.
   c. Call for the manager by first name and say, "I think these folks are looking for the game room. Could you help them please?" This signals the manager to escort the unruly guests out of the showroom.

5. Keys to good escapes:

    a. Know the shows

    b. Know your time limits

    c. Always be friendly and helpful

    d. Think on your feet

V. SCENARIOS - Existing Conditions & What To Do

A. Scenario #1

Situation: A large group of children crowd around the stage.

Solution: Call for a showroom attendent to "help get things organized."

B. Scenario #2

Situation: Talking, but no one is listening.

Solution: Tell a story; sing a song; tell Billy Bob's life story; ask if a showroom attendent will come up and talk to you.

C. Scenario #3

Situation: Kids crawling onto the stage.

Solution: "My, my, look at all the friends I've got. I'm going to need your help, (name of a cast member)!"

or...

"Let's all make sure nobody climbs on the stage, cause I don't want anyone to get hurt."

or...

"Nancy, will you please come up and help me talk with all my friends?"

VI. ONE-ON-ONE INTERACTION - IDEAS

A. Set a guest up for a tongue twister. First, call him/her by name. Then, "can you say..."? and follow with any of several tough tongue twisters like, "Peter Piper picked a peck...; She sells sea shells...; Rubber baby buggy bumper...; or How much wood can a wood chuck....;

B. Play Billy Bob sez.

C. Talk to specific people in the balconies and draw them into the action.

D. Talk to just one table at a time, then the next, and so on.

VII. CROWD VS. ONE- ON-ONE INTERACTION - SOME SUGGESTIONS

A. On busier nights use group activities.

B. Avoid a lot of personal questions.

C. Avoid long conversations.

D. Instead of calling out individual names, you could ask all the Mary's or John's in the audience to stand up.

E. Maintain order. For example, ask children to stop running in a nice, friendly way.

F. If you are talking to an individual, especially a child, repeat everything he/she says so the whole audience can follow the conversation.

G. Mention as many people as you can.

VIII. THINK POSITIVE AND ALWAYS BE FRIENDLY

Along with everything else, you are responsible for Billy Bob's character. During interaction he is completely at your mercy. As the spokesman for ShowBiz Pizza Place, it's important that you think positively and are always friendly. Remember,

ShowBiz Pizza Place Is America's #1 Family Fun!!

INTERACTIVE ANIMATION VIDEO TAPED TRAINING - OPERATORS GUIDE

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